



STAR POST

 **commodore**  **64**



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INSTRUCTIONS

STAR POST

STARTING THE GAME

1. Turn OFF your Commodore 64 before inserting or removing any cartridge.
2. Insert the cartridge, with the label side up, into the expansion port on the back of the Commodore 64. The expansion port is the opening farthest to the right when the keyboard is facing you.
3. Turn ON the Commodore 64. The opening STAR POST title page should appear. If the screen remains blank after 5 seconds, turn the computer off, then on again. If this doesn't work, turn the computer OFF and remove the cartridge. Carefully re-insert the cartridge and try again.
4. STAR POST is now in the demo mode. Press the fire button on your paddle or joystick, or press any key on the keyboard to start the game.

GAME DESCRIPTION

You are the lone defender of a starship outpost in a remote sector of our galaxy. Three-dimensional invaders tumble and plunge toward the outpost attempting to destroy you. Your mission is to defend the base against the invaders as they attack from 8 channels on both sides of the Star Post. You must also defend against a Superalien which disrupts your viewscreen as it spirals its way toward your Star Post. There are 3 different game versions: Beginner, Advanced and Hyper. You must maneuver your laser cannon in a circular or back-and-forth motion while firing on aliens. In addition, your outpost is equipped with a special SuperZap laser which eliminates all aliens currently on your viewscreen. SuperZaps are added at the rate of 1 per level, and unused Zaps

are stored for later use. Your Star Post can withstand only 7 alien hits per level of play. Each new level resets the number of hits to 0, but 8 hits in any one round destroys your Star Post.

BEGINNER VERSION

In the Beginner version the object is to develop your firing and coordination skills. Beginner has 8 levels of play. This game starts at standard speed and has automatic firing. The number of alien objects approaching your Star Post begins with 2 and increases to a maximum of 8. Aliens increase their speed gradually for each higher level of play, while your defending time is increased by 10 seconds per level.

ADVANCED VERSION

In the Advanced (normal) version the game starts at normal speed but there is no automatic firing. Each object must be zapped individually. The advanced version has 99 levels of play. The number of alien objects attacking your outpost begins with 2 and increases to a maximum of 16. The number of aliens and the speed of those aliens increases with each consecutive level of play. Your game playing time increases at a rate of 10 seconds per level.

HYPER VERSION

The Hyper version is designed for advanced players. It features a very fast rate of speed for the aliens, which gets faster as you complete each round. The Hyper Version has automatic firing and 99 levels of play. Like the Advanced version, attacking aliens appear on your screen 2 at a time, and increase to 16. For each level successfully defended you will have 10 seconds of time added to your next level of play.

CONTROLS

STAR POST is designed to be used with the JOYSTICK, PADDLE, or KEYBOARD. Plug your joystick or paddle into CONTROL PORT-1, or simply use the keyboard. Paddles are recommended.

MOVEMENT

JOYSTICK

Push the joystick to the RIGHT to rotate your laser cannon in a CLOCKWISE direction. Push the joystick to the LEFT to rotate your laser cannon in a COUNTER-CLOCKWISE direction. To use the SuperZap laser pull the joystick toward you.

PADDLE

Turn your paddle CLOCKWISE to rotate your laser cannon CLOCKWISE. Turn your paddle COUNTER-CLOCKWISE to rotate your laser cannon COUNTER-CLOCKWISE. Hit ANY KEY to use the SuperZap.

KEYBOARD

Press the letter K key to move your cannon in a CLOCKWISE direction. Press the letter L to move your cannon in a COUNTER-CLOCKWISE direction. Hit the RETURN key to operate the SuperZap.

FIRE

There are 3 different fire modes, AUTO FIRE, NON-AUTO FIRE and SUPERZAP. AUTO FIRE operates in both the Beginner and the Hyper versions. NON-AUTO FIRE must be used in the Advanced version. SUPERZAP is available in all 3 versions. To use Automatic Firing, hold down the fire button on either your joystick or paddle. If you're using the keyboard then simply hold down the SPACEBAR. Non-Automatic Firing requires that you press the fire

button or space bar each time you shoot. Use the fire button on your paddle or joystick, or the SPACEBAR on the keyboard when in the Non-Auto Fire mode. To fire a SuperZap, pull DOWN on the joystick while pressing the fire button. If you're using a paddle hit ANY key on the keyboard. And if you're using the keyboard to play, hit the RETURN key.

SPECIAL KEYS AND FUNCTIONS

KEY	FUNCTION
F1	Allows you to select PLAY LEVEL (press F5) and VERSION (press F7)
F3	Pauses GAME
F5	Press to select PLAY LEVEL (1-8) at start of game
F7	Press to select GAME VERSION (BEGINNER, ADVANCED, or HYPER)
RETURN	Press for SUPERZAP when using keyboard

DEMO MODE

If you don't hit a key or the fire button when you turn on the STAR POST cartridge, the game goes into DEMO MODE. The game screens and the title page will be displayed, and your computer will play the game until you press a key or the fire button to start the game.

SCORE VALUES

Levels 1 - 4	100 points per alien
Levels 5 - 9	200 points per alien
Levels 10 - 14	300 points per alien
Levels 15 - 19	400 points per alien
Levels and points continue to increase at the same rate to Level 99	
Superalien	2 times the point value of a normal alien in any level

STRATEGY HINTS

In the versions featuring continuous fire (Beginner and Hyper games), constantly holding the fire button (or spacebar) down as you rotate your laser cannon is the most effective way to use your weapon. In the advanced game, you should try to hit the fire button as quickly as frequently as possible when rotating, since it is very difficult to aim accurately when the laser cannon is in motion.

When the Superalien begins its spiralling attack pattern, it is a good idea to turn your attention to gunning it down immediately. The best strategy to hit the Superalien is to wait in one sector and fire until you catch him passing through that sector.

It is also helpful to save your SuperZaps up to be used when you really need them. Some of the more appropriate times to use your SuperZaps are when the post is about to be overcome by several aliens or when you've taken 6 or 7 hits and you're in immediate danger of losing the post.

Commodore 64

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This cartridge may only be used with the Commodore 64 system.